

10/526504

DT01 Rec'd PCT/PT 04 MAR 2005

What is claimed is:

1. A method for moving data objects (201.x) in a computer system (101) from a first (107) to a second (108) storage location, comprising:
  - 5 a) selecting one or more data objects (201.x) from the first storage location (107), (301),
  - b) assigning an identifier (ID) of a first type to each of the selected data objects (201.x),
  - 10 c) assigning an ID of a second type to each of the selected data objects (201.x),
  - d) storing said second type ID in a second lock object (204, 302),
  - e) in case step d) has been performed successfully (303): storing said first type ID in a first lock object (203, 307),
  - 15 f) storing a data object (201.x), the first ID of which is contained in the first lock object (203), at the second storage location (108) (608),
  - g) deleting a data object (201.x), the first type ID of which is contained in the first lock object (203), from said first storage location (502),
  - 20 h) deleting a second type ID from the second lock object (204) earliest at a time at which step e) for a particular first type ID has been completed (308, 706).
- 25 2. The method of claim 1, further comprising:
  - i) deleting a first type ID from the first lock object (203) earliest at a time at which step g) for the respective data object assigned to that at
  - 30 least one ID has been completed (503).
3. The method of claim 1 or 2, wherein a data object (201.x) comprises one ore more fields

of one or more tables (201, 202) and wherein the at least one ID comprises one or more key fields of the one or more tables.

4. The method of one of claims 1 to 3, wherein  
5 in step f) the data objects (201.x) are stored in one or more files and wherein an assignment of a first type ID to the file or to a name of the file, in which the data object assigned to said first type ID is stored, is stored in the first lock  
10 object (203) (609).
5. The method of one of claims 1 to 4, wherein the first lock object (203) is stored on a nonvolatile storage means.
6. The method of one of claims 1 to 5, wherein  
15 in step d) the second type ID is stored in the second lock (204) object immediately after performing step c) for the respective data object (201.x).
7. The method of one of claims 1 to 5, wherein  
20 in step d) the second type of ID of the selected data object (201.x) is stored in the second lock object (204) shortly before the storing process according to step f) for the data object (201.x) assigned to that ID is started.
- 25 8. The method of one of claims 1 to 7, wherein in step e) the first type IDs of all selected data objects (201.x) are stored before the first storing process according to step f) is started.
9. The method one of claims 1 to 8, further  
30 comprising:  
j) checking before or while performing any of steps a) to e) for a data object (201.x), whether a first

) type ID for the data object has been stored in a first lock object (203), and if yes, skipping at least step f) for that data object (201.x).

- 5 10. The method of one of claims 1 to 8, further comprising:
- k) checking before or while performing any of steps a) to f) for a data object (201.x), whether that data object is contained in the second storage location (108), and if yes, skipping at least step f) for that data object (201.x).
- 10 11. The method of claim 10, wherein said checking step k) is performed by querying a first lock object (203).
- 15 12. The method of one of claims 2 to 11, further comprising:
- 1) in case of a failure in step f) checking, whether the data object (201.x) assigned to the respective first ID has been completely stored in the second storage location (108), and in case of no, skipping at least steps g) and h) for that data object (201.x) and deleting the first ID from the first lock object (203).
- 20 13. The method of one of claims 1 to 12 for use in an enterprise resource planning software.
- 25 14. A computer system for processing data by means of or in a software application, comprising:
- memory for storing program instructions;
  - input means for entering data;
  - 30 - storage means for storing data;
  - a processor responsive to program instructions

- program instructions to carry out a method as of any of claims 1 to 13.

15. A computer program comprising program code means for performing a method as of any of claims 1 to 13 if said program is executed on a computer system.
16. A computer readable medium comprising program code for performing a method as of any of claims 1 to 13 if said program code is executed on a computer system.
17. A computer program product comprising a computer readable medium according to claim 16.